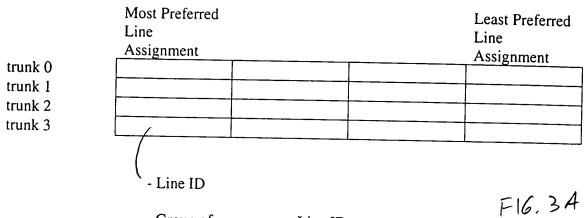


#### Inbound Routing Table



- Group of one or more Line IDs
  (each Line of the Group rings concurrently)
- Ordered Groups of one or more Line IDs

  (if any line of "most preferred group" is unavailable,
  proceed to next Group; for "first available" Group, each
  Line of this Group rings concurrently)

## First Exemplary Inbound Routing Table

0	1	2	3
_ 1	0	2	3
_ 2	3	1	0
3	3	1	0

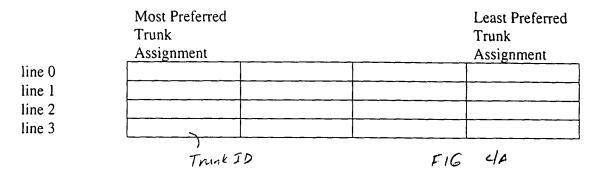
F16. 3B

## Second Exemplary Inbound Routing Table

0	1	2	3
(0,1)	2	3	FF
(0,1), (1,2)	3	1	FF
3	3	1	0

F16. 3C

#### **Outbound Routing Table**



#### First Exemplary Type 1 (Local) Outbound Routing Table

1	0	2	3	]	
1	0	2	3	}	
1	0	2	3	F 16.	40
1	0	2	3		

#### First Exemplary Type 2 (Long Distance) Routing Table

	2	3	1	0		
ſ	2	3	1	0	مربير	40
	2	3	1	0	F16	40
	2	3	1	0		

### Second Exemplary Type 1 (Local) Outbound Routing Table

0	1	FF	FF	]	
1	0	FF	FF		UD
1	0	FF	FF	F16	ピリン
1	0	FF	FF		

### Second Exemplary Type 2 (Long Distance) Outbound Routing Table

3	2	FF	FF	]	
3	2	FF	FF	F16	4E
3	2	FF	FF	1 16	71
3	2	FF	FF	]	

# Trunk Ownership Data Structure for a given Trunk

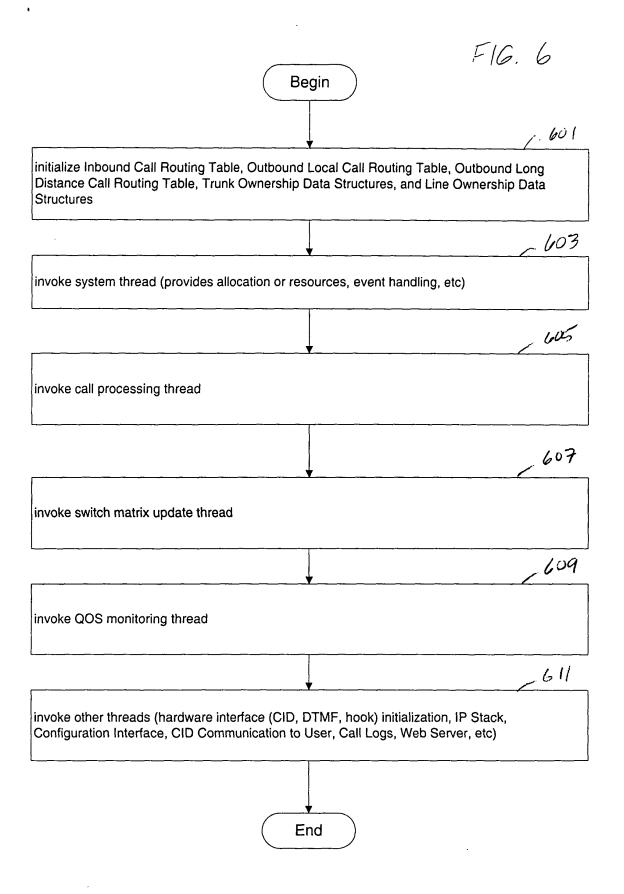
Active Status Field (bit 7)	Optimization Status Field (bit 6)	If Active, then (bits 5-0) = Owning Call Object ID
'1' = Active (A) '0' = Inactive (I)	'1' = Currently Being Optimized (OP)	If Inactive, then (bits 5 - 0) = Default Trunk ID
	'0' = Not Being Optimized (NOP)	

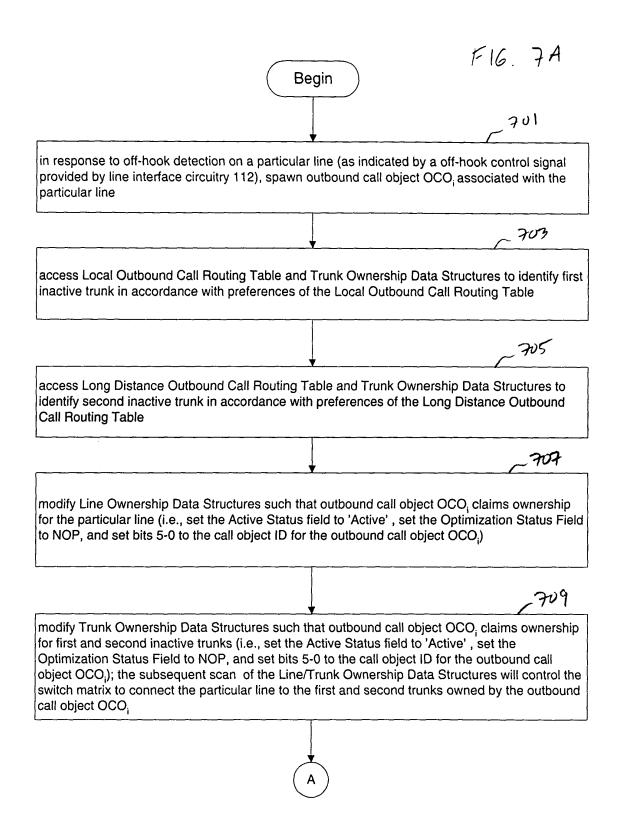
FIG. SA

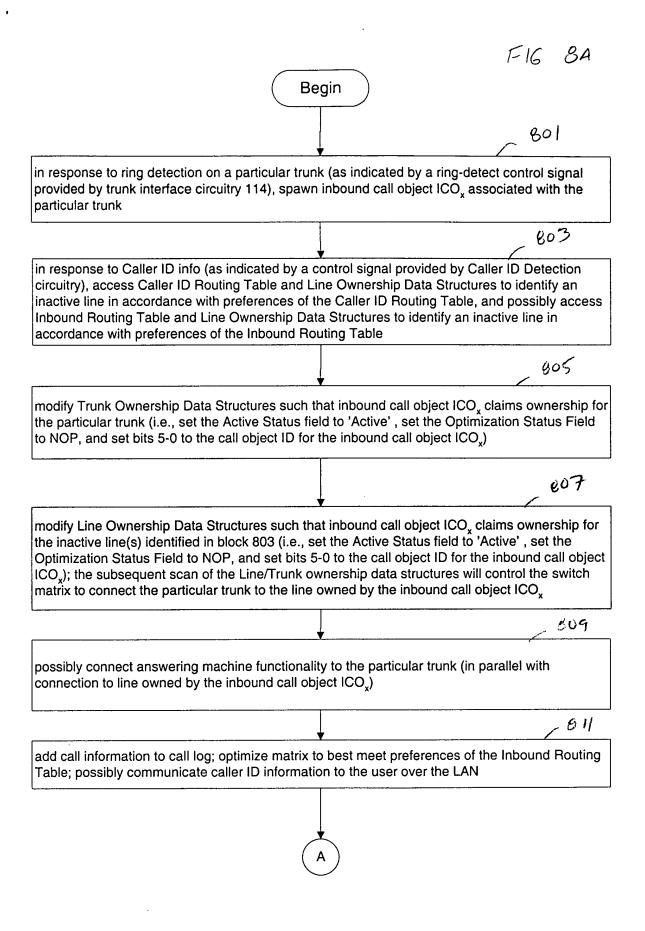
# Line Ownership Data Structure for a given Line

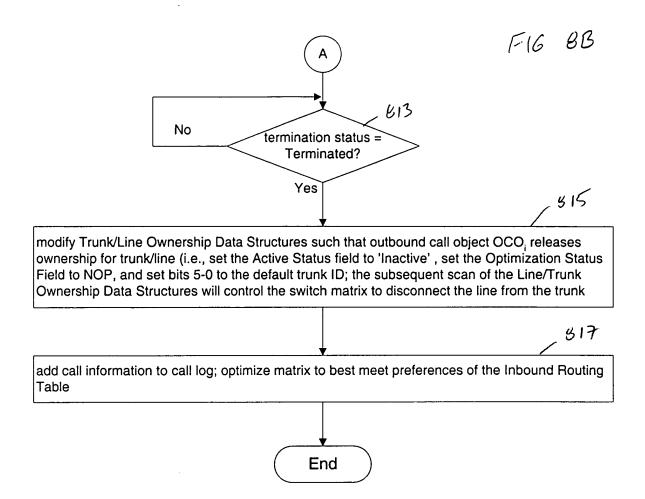
Active Status Field (bit 7)	Optimization Status Field (bit 6)	If Active, then (bits 5-0) = Owning Call Object ID
'1' = Active (A) '0' = Inactive (I)	'1' = Currently Being Optimized (OP) '0' = Not Being Optimized (NOP)	If Inactive and NOP, then (bits 5-0) = Trunk ID for Inbound and Outbound Call Processing

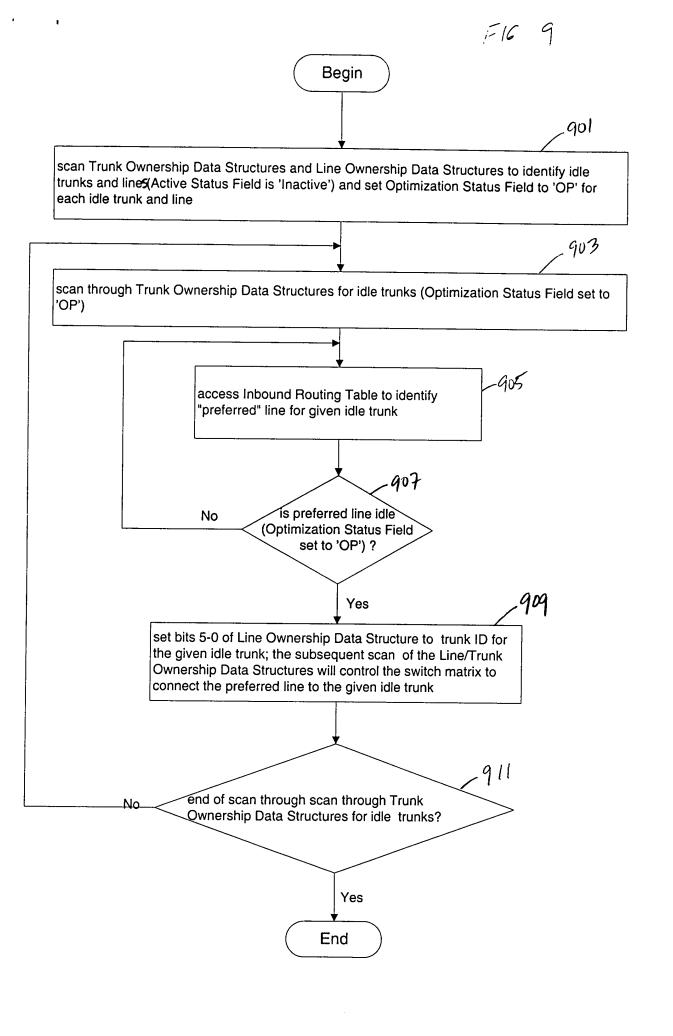
FIG. 5B











Trunk 0 Truck 1 Truck 2 Truck 3 I/NOP/00 I/NOP/01 I/NOP/02 I/NOP/03 FIG. 11 I / OP/ 00 I/OP/01 I/OP/02 I/OP/ 03 Trunk duy Omerduy 13/tes I/NOP/00 I/NOP/01 1/NOP/03 A / NOP / 80 I / NOP/ 00 I/OP/01 A / NOP / 80 I / NOP/ 03 I/OP/00 LINE Own-stup Bits I/OP/01 A / NOP / 80 I/OP/03 I/NOP/00 A/NOP/80 A / NOP / 80 I/NOP/03 I/NOP/00 I/NOP/01 I/NOP/02 I/NOP/03 1/NOP/00 1 / NOP / 00 1/NOP/00 1/NOP/00 1/NOP/00 1/ OP/FF I/ OP/00 Line 0 A / NOP / 80 1/NOP/01 I / NOP / 01 1/ OP/ 01 Line 1 **SWITCH MATRIX** I / NOP / 02 I / NOP / 02 I / NOP / 02 1/ OP/ 02 1/0P/胚 I / NOP / 01 1/00/压 I / NOP / 03 I/NOP/03 I / NOP / 03 I / NOP / 03 I/NOP/03 I/ 0P/FF I/ OP/03 t<sub>k</sub> 108 Time

